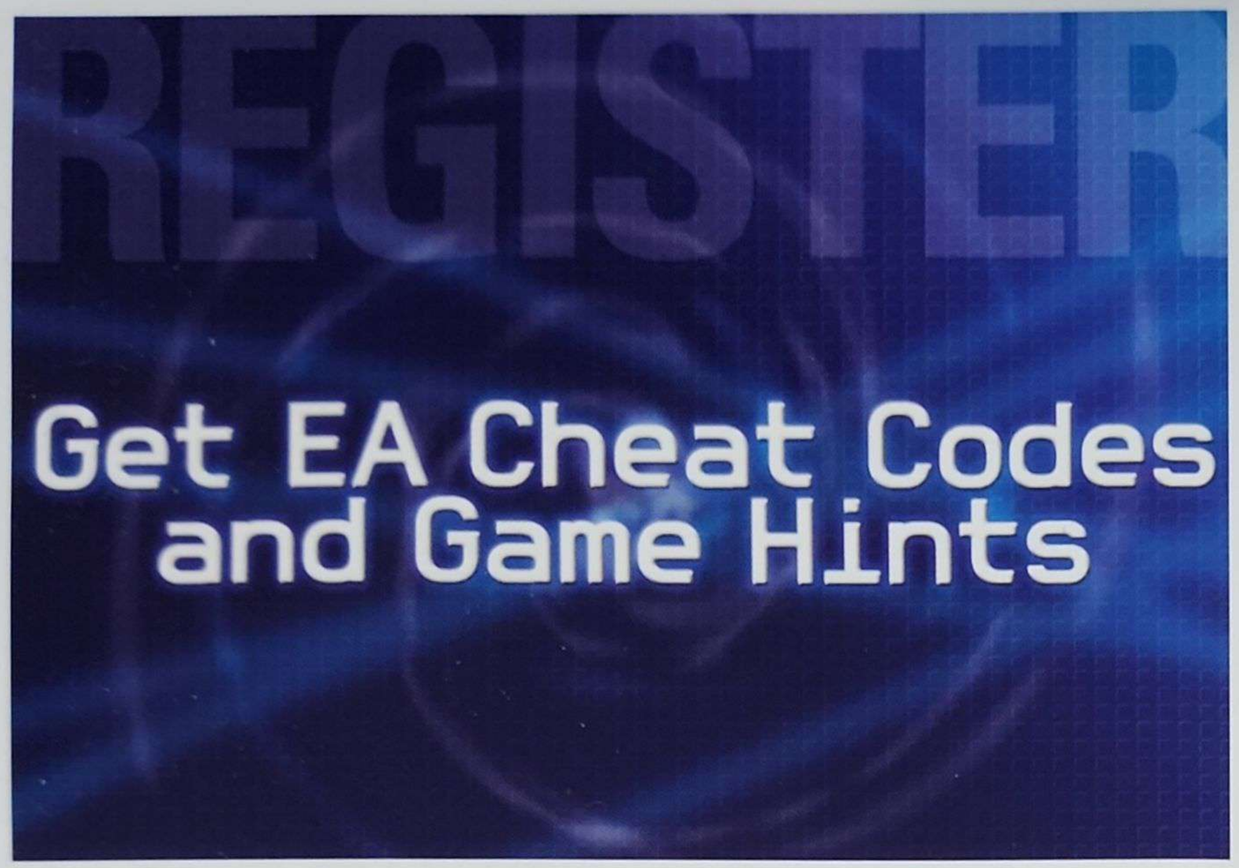

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It's Fast. It's Easy. It's Worth It!

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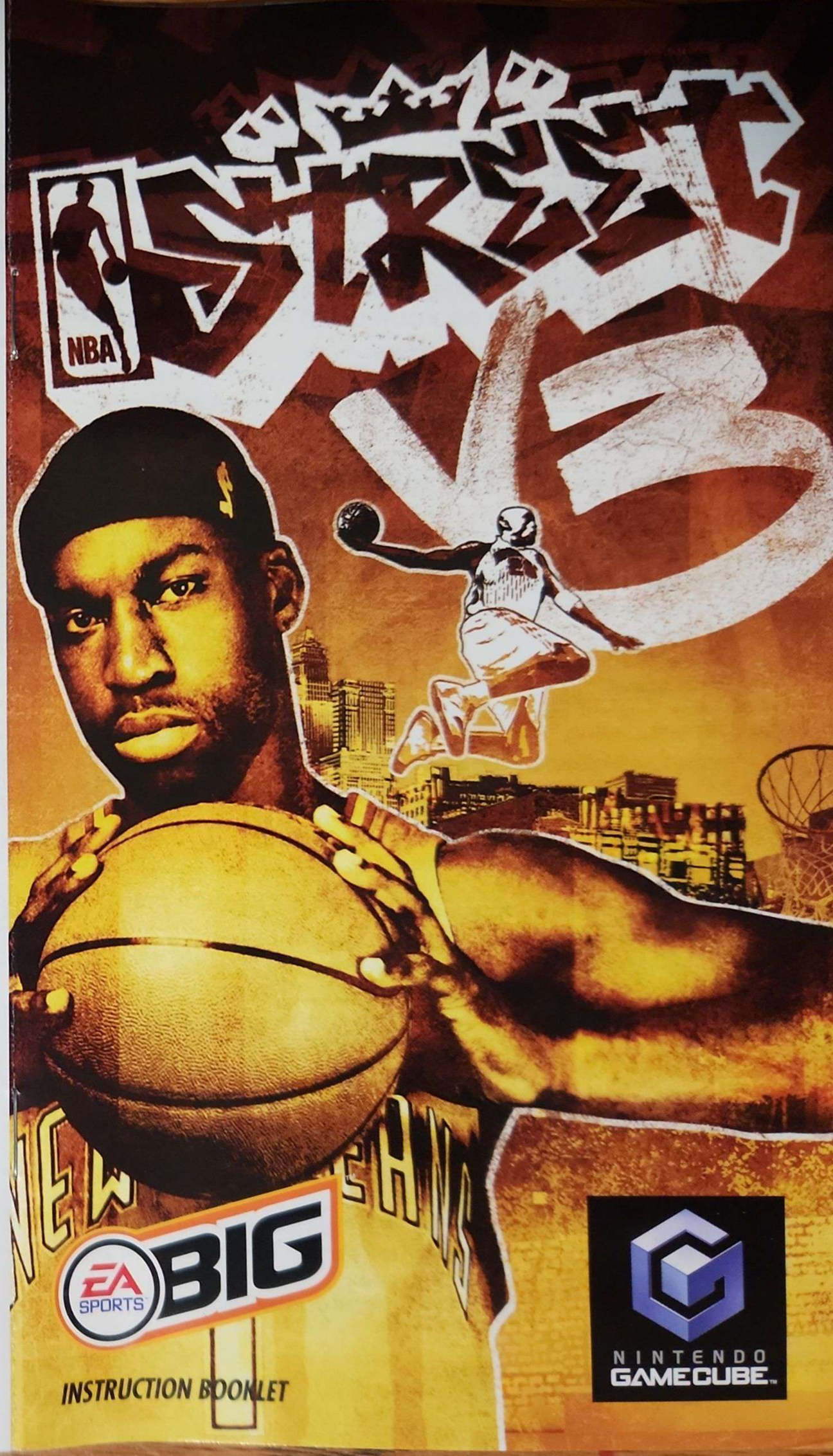

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

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1-4 Player Simultaneous

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.

Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

EVERYONE E CONTENT RATED BY ESRB

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GETTING STARTED

Nintendo GameCube™

1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert the *NBA STREET V3* Game Disc into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn on the Nintendo GameCube™ and proceed to the *NBA STREET V3* title screen. If you can't proceed to the title screen, begin again at step **1**.
5. At the *NBA STREET V3* title screen, press **START/PAUSE** to advance to the Main menu.

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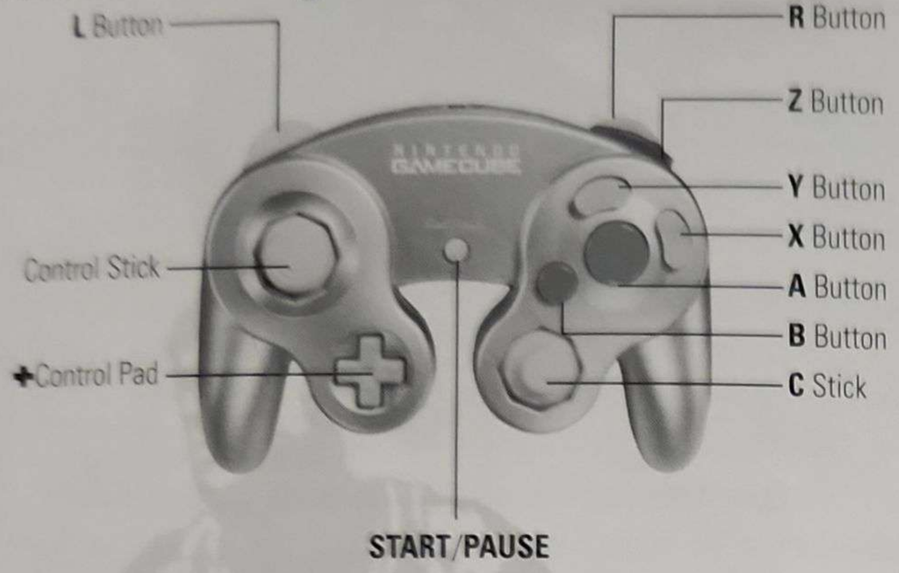
COMMAND REFERENCE

Nintendo GameCube™ Controller configurations



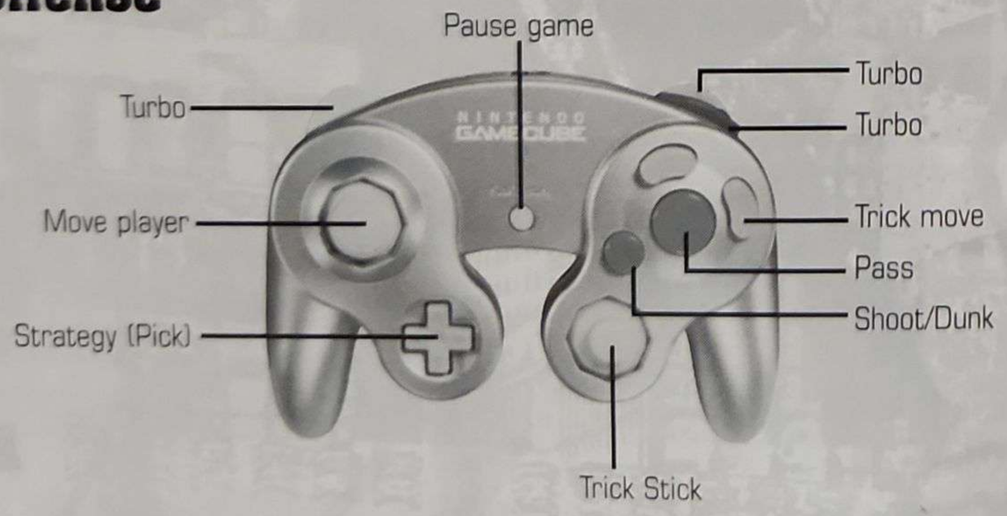
Menu Controls

Highlight menu item	✚Control Pad or Control Stick ↕
Change highlighted item	✚Control Pad or Control Stick ↔
Select/Go to next screen	**A** Button
Cancel/Return to previous screen	**B** Button

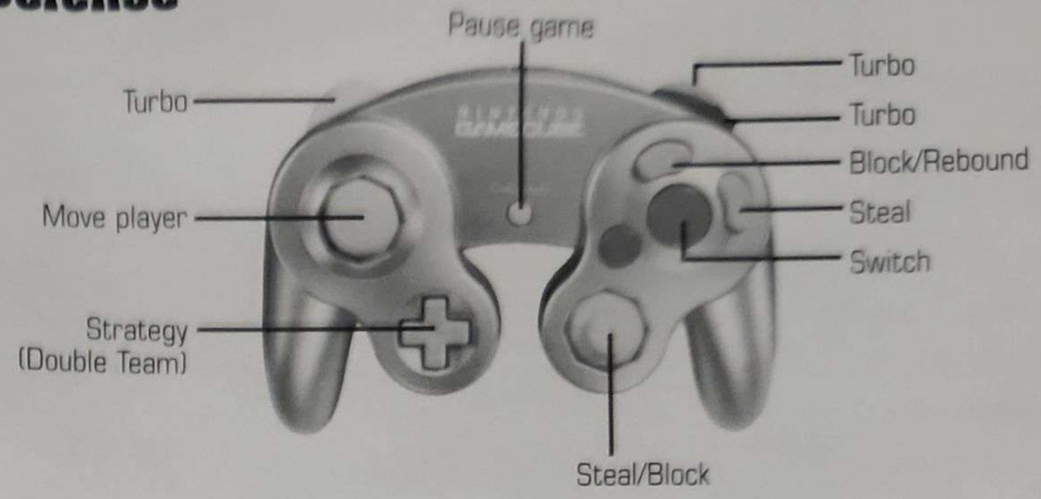
COMPLETE CONTROLS

Put your rep on the line with *NBA STREET V3*. Reach all-new heights by mastering these gameplay controls.

Offense



Defense



Inside V3

For newcomers or those who need a kick in the pants, check out the Street Tutorials (via the Inside V3 menu) to help get you up to speed. All the cool moves are covered here—the Basics and Advanced plus Dunk Contest moves.

Advanced Controls

Once you've got a grip on the basics, blow the lid off the joint by busting out more advanced moves. Use the classic controls to break out an old favorite, or take your street rep to even greater heights with the all-new Trick Stick.

NEW Trick Stick

Express yourself with the all-new Trick Stick—an innovative tool that gives you complete control of the rock on the ground or in-flight. While dribbling and during a Gamebreaker dunk, move the **C** Stick in any direction to break out a trick move. You can also create different trick combinations by pressing any turbo button at the same time, or use the Trick Stick on defense to perform blocks and steals.

Block/Rebound	**C** Stick ↑, ↖, or ↗
Steal	**C** Stick ←, →, ↓, ↙, or ↘

Classic Controls

You have the option to select the *NBA STREET* classic controls from the Controller Layout screen (via Options menu). The following elements remain active while using either the V3 or Classic controls.

Back 2 Papa	**A** Button + two Turbos (when facing basket)
Off the Footay/Bootay	**A** Button + **Z** Button + **L** Button
Off the Chest/Back	**A** Button + **Z** Button + **R** Button
Off the Heezay	**A** Button + **R** Button + **L** Button
Gamebreaker shot (see p. 7)	**B** Button + two Turbos
Trick counter	**X** Button + two Turbos

NOTE: Whether you're using the Classic or V3 controls, press the **X** Button to bust out a randomized trick.

NEW Dunk Contest

Rise above the rim with thousands of possible Trick Combos.

Jump	**B** Button + any Turbo
Mid-air trick	Trick Stick (**C** Stick) + any Turbo
Freeball pass	**A** Button + any Turbo

Prop Placement

Add even more style to your dunk by skyin' over a prop. Here's how: activate the spotlight by pressing the **X** Button. Once activated, choose a prop (by pressing the **A** Button) then move the spotlight to an area on the court by moving the Control Stick. Press the **A** Button again to place the prop on the court.

GAME ON

Before you call out the best ballers in Street Challenge, warm up those high tops by playing a quick 3-on-3 game. Up to four live players can take the floor in any game.

Choose Team Screen

Select the Home and Away squads for the upcoming game from the Choose Team screen. All 30 NBA teams are available, plus teams full of NBA Legends and NBA Stars. After the teams are selected, it's go time.

NOTE: After selecting teams in Game On mode, the three best ballers from each squad, plus a court, are selected automatically. If you wish to choose specific players and courts, or adjust the game settings, play a Pick Up Game instead (see. p. 8).

ON THE COURT

Rise above the rim with *NBA STREET V3*.

Game Screen

Gamebreakers

Pulling off sick trick moves, combos, shots, and dunks increases your Gamebreaker Meter. Once the meter is full, the screen lights up as you're awarded with a Gamebreaker opportunity. You can rain from long range (behind the arc) or take it to the sky for the three-player Gamebreaker dunk.

Gamebreakers deduct (-1) point from your opponent. You can increase your point total even more by pulling off mid-air tricks during a Gamebreaker dunk. Depending on the moves you can increase the amount of points you score anywhere from (+2) to (+4), resulting in a maximum 5-point swing.

Combos

You can increase the Gamebreaker Meter faster by stringing together different tricks. Tricks, blocks, steals, passes, Alley-oops, and Hook-ups can all be part of a combo. Every combo requires you to score except for combos of consecutive blocked shots.

NEW Trick Icons

New trick icons are displayed onscreen after every trick is performed during a game. The illuminated arrows indicate which direction was pushed on the Trick Stick—they are color-coded based on the Trick Level. The Trick Level is determined by the number of turbos pressed while performing the trick.

NEW Trick Book

The trick icons indicate which tricks in your Trick Book have been performed.

NOTE: You can view the Trick Book from the Customization menu.

Trick Book (cont.)

Perform up to 32 trick moves with the new Trick Stick. Each trick move contains three chapters giving you a total of 96 possible variations.

When you first hit the courts, all Chapter One Trick Stick moves are available. To unlock a Chapter Two trick you must successfully perform the Chapter One trick in a trick combo. Performing Chapter Two tricks unlocks the move from Chapter Three.

Once a new chapter has been been unlocked you can select which Trick (Chapter One, Two, or Three) is performed during gameplay by activating it in your Trick Book.

The default Trick Book allows you to customize the trick moves used by all NBA players, NBA Legends, and Street characters—and a separate Trick Book is available for every created baller (allowing each created baller to have their own set of moves).

Trick Points

Trick moves add to your trick point total. Accumulating trick points will get you Street Point bonuses, which can be used to buy reward items, increase created baller attributes, and more. Use the following trick moves to elevate your game:

Dunks

Show up your opponent with an authoritative slam dunk. The more advanced the dunk, the more Trick Points you score.

Alley-oops

Look for a teammate who has an open lane to the basket. Assuming he has hops, he will sky over the basket and look for the pass. However, it's up to you to feed him the rock.

Hook ups

Hook up a teammate by passing him the ball while performing a dunk of your own. When you're above the rim, look for your teammate jumping above you to complete the move.

NOTE: Repeat Moves—If you continually repeat the same trick moves or combos, the trick points you receive are cut down. Mix it up to score maximum points.

OTHER GAME MODES

Select PLAY IT from the Main menu to access three of the baddest game modes to ever hit the Streets.

Pick Up Game

NOTE: Pick Up Game mode is similar to Game On (see p. 6). Here you have the option to choose your own players, select your own court, and set your own game settings.

Choose Players Screen/Court Select Screen

After choosing teams, select your players for the upcoming game. Although both squads are stacked with players, you can only choose three ballers per team. Once both lineups are set, select a location from the Choose Court screen. You can hoop it up on 12 authentic courts or your own Custom Court (see p. 11).

Street Challenge

Build a rep and own the Streets. Tour the country court-by-court and see if you can become an *NBA STREET* legend.

Before the Game

Before you can begin playing Street Challenge mode, you must create a Custom Court (see p. 11) in order to host a game in your hood. You must also have a created baller (see p. 11) to choose as the Street Challenge captain.

NOTE: You can save up to five different Street Challenge games. However, a created baller can only be captain one Street Challenge game at a time.

As captain of a Street Challenge team, the game revolves around you. You start out as an average baller with no reputation—your rep points are next to none. Working with only a handful of street points, it's up to you to hold the court and make a name for yourself.

You can't take on the best by yourself. Assemble a team to play with by selecting two ballers from a group of players from around your neighborhood. After creating a team name and selecting a logo, the Proving Grounds screen appears.

The Proving Grounds

Ballers around the nation don't know who you are when you're a newcomer. You can't run on the big-time courts without a reputation, so winning pick-up games wherever you can is the best way to start making some noise.

Progress

After each victory, your reputation increases. As your rep grows, more courts become available for your team to play on, and more opponents start approaching you with unique challenges.

Street Challenges

Besides 3-on-3 games, official Tournaments, Dunk Contests, and Special Events pop up from time-to-time. These events have their own sets of rules so it's up to you to choose which one is best suited for you. Some events on the calendar are only offered once (whether you decide to participate in them or not).

Rival Challenges

As you progress through the ranks you eventually have some tough decisions to make, especially when it comes to your team roster.

Rival Challenges (cont.)

Frequent bench players are going to want more playing time; others will be dropped from your roster entirely. With so many potential roster moves, it's only a matter of time before you meet a familiar face playing for an opponent during a Rival Challenge.

There's definitely more at stake in a Rival Challenge. Losing one of these games hurts your rep more than when you lose a regular game. Declining a Rival Challenge does the same.

After the Game

After winning a game, you can steal a player from the losing team and add him to your squad. You can only have five players on your team so if you choose to add a player when your roster is full, you must drop a player from the current lineup. If a defeated opponent's reputation is higher than your captain's reputation, it requires street points to recruit him to your team.

Customization

After every game, game stats tell you if you earned any street points for your baller. If so, you're in luck.

Once a game ends, you return to the Proving Grounds. From here, you can go to the Customization menu and edit your baller—assuming you earned enough street points. Be sure to enhance your baller's skills, add new moves, or buy some fresh new gear before playing the next game. After all, the games get tougher as you move on.

NBA STREET League

As your skills improve, you might get an offer to play on an NBA STREET League team. By playing with the biggest studs to ever hit the courts, you will soon be a household name.

In the Street League, all 30 NBA teams compete in a 14-game season with playoffs and a best-of-three Finals series to determine the Street League championship. Being a part of an elite squad earns more street points and increases your rep faster than regular games. So the further you advance, the better off you are.

NEW Dunk Contest

Throw down in the all-new Dunk Contest. In this game mode where creativity and imagination rule, slam and jam over objects like ladders and dumpsters to impress the panel of judges. Up to eight participants can enter a contest at once and the one who scores the highest marks wins. It's going to take more than a Freeball Pass and a mid-air maneuver (via the Trick Stick) to win this high-flyin' event.

Practice

Does practice really make perfect? Yes. Come to the Practice courts to work on your skills. You have the entire court to yourself so make good use of the time.

CREATE BALLER

Build your own baller from the ground up and turn him into a Street legend. From choosing the player's height to selecting their clothes, you have total control.

Created Ballers start off with limited skills but you can build them up with each victory. The better you play and the more tricks you pull off, the more street points you earn. After each game, use your new street points and add them to your baller's attributes.

NOTE: To play with your created baller in Pick Up Mode, you must create a team and include your created baller in the lineup.

CUSTOMIZATION

Personalize your game from the Customization menu.

Court Creator

Customize your own court using different location sets, along with surface, rim, and backboard options with all-new Court Creator. Similar to created players, you can use street points to upgrade your court. In Street Challenge mode, your custom court is your home court.

Shoe Creator

Choose from the freshest authentic brand name models and design your very own pair of kicks for your created baller. Shoe Creator allows you to create and save 10 pairs of your very own customized shoes.

V3 Store

Deck out your players with pre-made items. You can hook them up with Jerseys and Shoes along with Hats, Tattoos, and other Accessories.

Save Wardrobe

Save your clothing combination for your created ballers. Here, you can save a complete ensemble allowing you to switch from one outfit to another in one simple step.

Buy Skills

Spend your street points to increase your baller's attributes including Shots, Dunks, Handles, and more.

Trick Book

The Trick Book breaks down all the crazy dribble moves and shows you the unlocked tricks. You can customize which trick moves you can perform in-game with the new Trick Stick, or rename any unlocked trick with a smooth name of your own.

Barber Shop

Update the look of your created baller by changing hairstyles and facial hair.

Create Team

Create your own squad of All-Stars and add them to the mix. All unlocked players are available to choose from—you can pick five. Once a team is created, it's added to the Choose Team menu in all game modes except Street Challenge.

REWARDS

After playing a game or dunk contest you can cash out your street points in the Rewards menu to unlock NBA Legends, Street Legends, and Courts. You can also view the High Scores and Trophies Won.

SAVING AND LOADING

Save, load, or delete your game files to and from your Nintendo GameCube™ Memory Card.

NOTE: With the exception of Saving and Loading, all other game settings/options listed in the Options menu have been omitted from this game manual. Please follow the on-screen navigation menus for further instructions.

To save, delete, or load a file:

- From the Save/Load screen (via the Options menu), highlight Save Game or Load Game and press the **A** Button.
- After selecting Load Game, the game information is loaded from the Memory Card.
- After selecting Save Game, a pop-up screen appears giving you the option to save or delete game information. If save is selected, the game information will be saved to the Memory Card. After selecting delete, highlight the file you wish to remove and press the **A** Button to select an item. Press the **A** Button again to delete a specific file. The game information will be deleted from the Memory Card.

NOTE: Never remove the Memory Card when loading or saving files.

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